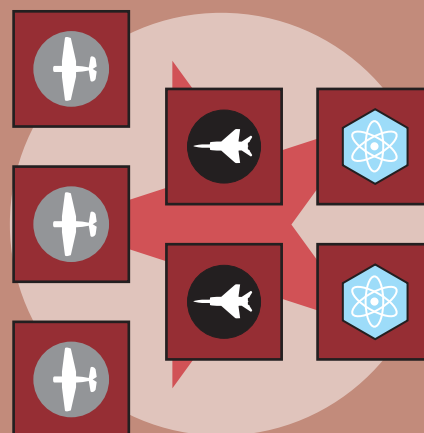
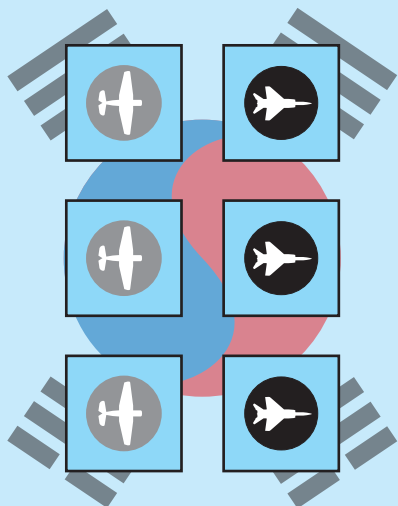


ROK Holding Box



DPRK Holding Box



NEXT WAR: KOREA

Rules for using these new off-map boxes with *Next War: Korea*.

11.8 Off Map Holding Boxes

The Airbases, Airfields, and Nuclear Weapon Facilities Installations in a Holding Box are considered to be in their respective countries and can be the targets of Strikes (Air, Missile, and Cruise Missile only) and SOF Raids and receive Strike markers. An Installation in a Holding Box is considered to be:

1. In Rough terrain for all purposes;
2. Within 2 hexes of an HQ unit for Detection and Air Defense Fire;
3. "Occupied, but by less than a brigade" for SOF Raids;
4. A normal Installation for all purposes.

11.8.1 Airbase/Airfield Destruction Effects

When all of the Airbases/Airfields in either the DPRK or ROK (on and off map) are marked with either a Strike 2 or Destroyed marker at the end of the Reorganization Phase, the following occurs:

11.8.1.1 DPRK: If the PRC has intervened, move all DPRK air units to the Abort Box in the PRC Basing Area. At the beginning of each Air Superiority Step, randomly move half of the DPRK air units in the Ready Box to the Flown Box. The air units may Rebase to the DPRK once at least one Airbase (not Airfield) is fully repaired. If the PRC has not intervened, move all DPRK air units to the Abort Box. No unit may roll for availability until at least one Airbase (not Airfield) is fully repaired.

11.8.1.2 ROK: If Japan has intervened, then Rebase all US/ROK air units to the Japan Basing Box. At the beginning of each Air Superiority Step, the Allied player must move half of the US/ROK air units in the Ready Box to the Flown Box. Air units may not Rebase to the ROK until at least one Airbase (not Airfield) is fully repaired. If Japan has not intervened, Rebase all US units to the Japan Basing Box; move all ROK air units to the Abort Box. No ROK air unit may roll for availability until at least one Airbase (not Airfield) is fully repaired. US air units may operate normally from Japan.

11.8.2 Entering a Holding Box

Only air units and SOF markers may enter a Holding Box.

New Optional Rule

15.15 Lack of Runways

When determining the number of sorties, i.e., how many air units can fly missions, before any other actions in the Air Superiority Sortie Step, the owning player counts the number of operational Airbases/Airfield (i.e., without a Strike 2 or Destroyed marker) on and off map. The player may keep two air units for each such Airbase and one air unit for each such Airfield; all others in the Ready Box must be moved to the Flown Box.

15.15.1 Game Specific Applicability

15.15.1.1 *Next War: Korea*: This applies only to air units based in the DPRK and/or ROK Basing Box.

15.15.1.2 *Next War: Taiwan*: This applies only to air units based in the ROC Basing Box.



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